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Knight Games Space Trilogy



SPACE_TRILOGY

Commodore C64/128



KNIGHT GAMES 2: SPACE TRILOGY

(kinghi Gamae 2: Space Triogy, where Kinghis sall have lights, but in the year 3002, the ansure of combast is slightly different to that of medianed England. In this first sequest to the original Kinghi Games, you are Interrupt where combat nobots you are Interrupt where combat nobots projects battling axiomen and tears replace boxes and arrows! But the aim is always the same, to be the winder in The Final Tournament and sooil the furnillation of eletera and possible death.

Knight Games 2 offers 3 distinctly different combat games:

1) COMBAT ROBOT 2) IN ORBIT 3) THE FINAL TOURNAMENT

Each game may be loaded separately, Games 2 and 3 require Access/Bypass codes obtained during gameplay which permit entry to the next game. Once you have obtained the Access Codes, you may load games 2 and 3 at will.

Once you have obtained the codes, enter them here for future reference:

GAME 2:

GAME 3:

ITILE SCREEN
Displays high scores for the three main game sections. The best
Displays high scores during Games 1 and 2 are also shown.
Pressing RETURN or the Joystick Buritan begins play. Press F1 to load
another game section from tape or disk.

STATUS SCREENS: GAMES 1 and Five meters on display:

RESERVE BANK

SHIELD DAMAGE LIFE SUPPORT

STATUS LEVELS

During gameplay, the reserve bank energy is filled depending on the items destroyed whereas the three status levels may be reduced by acquisitions etc. etc. The game ends when any of the 3 status levels table to zoro. After compositing a scene, nit F1 to enter the trunsted table to zoro. After compositing a scene, nit F1 to enter the trunsted mode to build up the status meters. Any remaining reserve bank energy can be strainfedred to the made energy meter and once this energy can be strainfedred to the made energy meter and once this energial energy and the strainfed with the next Access/Spassasson.

STATUS SCREEN: GAME 3 In Game 3 you do not need to update game screen.

status levels at the end of a

GAME 1: COMBAT ROBOT
Control Robby the Robot, collect stranded aliens and Robo-Knights
and take them back to your launchpad. There are three planet
landscapes to travel through.

SCORING PANEL
T: Time left
ROBS: Lives left
LEFT: Aliens left to collect

Damage Life support Shield

GREEN POINTER: RED POINTER: METER AT BOTTOM LEFT: Indicates alien proximity Indicates direction of mine Remote Shield level

GAMEPLAY

To retrieve an allen or Robo-Knight, hover above it and make contact:
To retrieve an allen or Robo-Knight, hover above it and make contact:
4 bleep noises will make the allen disappear, and you must return to
the launch pad to deposit it.

GAME 2: IN ORBIT IN ORBIT whilst taking on supplies, from 3 different sources. you must fight off en attacks

SCORING PANEL: Smart Bomb Indicator: Indicates remaining. the number 0 Smart Bombs

CAMIEPLA FORWARD SCANNER Use your remote lighter to blast everything in sight. The Smart Bomb will deatroy all entiry craft. REARVIEW SCANNER Launch to people into the distance and use your smart bomb.

Shoot at the aliens, and push the joystick forward to jump and dodge. Don't shoot the provisions moving across the foreground: you'll lose energy!

USE THE SPACEBAR TO DETONATE THE SMART BOMB

GAME 3: THE FINAL TOURNAMENT
Reaching your destination, you contest 3 events against either Player
2 or the Computer.

SCORING PANEL

STORING PANEL

Player I is Red, and you must avoid being hit hits reduce your strength, and shields will be lost. You will lose the game when all your shields are gone, but you can collect a win bonus if you defeat your opponent before the time runs out.

GAMEPLAY
You play the 3 events in succession, your aim: to obtain the highest score. The events are: JET JOUSTING, LIGHT SABRES, PHOTON CHAINS.

volystick operation: Use the button and the joystick to start an attack sequence. Without the button, the Payer moves in the chosen direction, In JET JOYSTING, The joystick allows a swikel movement of the payer moves the payer and payer

Check the status screen for hints on gamep

KEYBOARD OPERATION

ON THE TITLE SCREEN
Press RETURN or FIRE to start the game
F1 Load new game section from tape/disk

STATUS SCREEN: CAMES 1 and 2
FI Entire energy transfer mode - use joystick as directed from the current game
Fig. deminate current game
Fig. Sung range scanner
Fig. Starf game

STATUS SCREEN: GAME 3
F1 Select opponent
F3 Terminates current game
F5 Long Range Scanner
F7 Start game

GAMEPLAY

RESTORE Exit Game

LOADING
Cassette: Press SHIFT and RUN/STOP together. Press PLAY
Diskette: Type LOAD***, 8,1 then press RETURN

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